Raws:

Bezaldfamily.net

uh... enjoy i guess..

Translation:

Lainrad from M.F

Hahaha.. finished this chapter 6 hours after i uploaded chapter 16

Other Stuff:

DaikonPete

[TN: "Waky"or "Daiky?" is a longbow. namely what we, gaijin, know as "Yumi", traditional Japanese bow, although most are ignorant of the existence of another kind of "Yumi", "Hanky", traditional Japanese short bow]

For such a quirky weapon to appear
Waky? is pretty bulky for it's length, and rather nasty handle to..
Waky? is an upgrade to the longbow class, in exchange for it's ength, has been especially long range and strong attack.
Hey, Earth, Waky? has been added, it seems.
Therefore from now on a new weapon category, "waky", shall be unlocked.
As of now, conquering the first boss location of the "Challenge from the Underworld " has been confirmed.
urgent information

[TN: She's talking in a rather quirky way, like a noble from a samurai drama]

...dragon horns and pointy ears

Aren't you Earth?

もふ

Just who is she?

I am Earth all right

THAT Fairy Queen's sister?

ニヤッ

We are Fairy Queen's younger sister.

Oh, please, do not be so unfriendly

but, well..

Our story is one of boringly living in a lockup

And what is the reason for visiting me personally, "sister"?

And, while thinking of it that way, we saw our cold-headed and ruthless sister's calm face

and, when we tried talking to her, the name of a certain person surfaced

It was yours

And also...we wanted to taste one thing for ourself

And that's all the reason you have?

Your... yes

We are very interested in how your lips' taste...

Like older, like younger, both alike!!

Now I see, you're sisters alright!!

Ow... It hurts, why are you so cruel...?

Aren't you a bit too passionate for being her sister

This intense exchange... We are beginning to understand elder sister's intrest in you

...but first we'd like to be treated to some meat dish

We will bother you from time to time

Not at all... by the way, it is decided

We want food

we want food

we want food

食わせてほしいの

食わせてほしいの

食わせてほしいの

.....went away, at last

I'm beat...

And it's time to log out already...

Was it my unlucky day?

Sup, Earth, did you read the official notice?

If you haven't et, please do

?

Hello, Master-

First's smithy, the next day

Smity

Following is a very important piece of information

Please read the following notes carefully.

We want to thank you sincerely for your continued support of "One More Free Life Online".

Impor-tant notice to all players

3:
Without this bonus you won't be able to achieve top ranking arts and best skills.

2:
It is possible to raise all 4 attributes at once, but, while concentrating on one of the four, you will get a raised special skill level cap as bonus. (with an exception of reinforcing abilities)

1:
There are 4 attributes, determining the skill upgrade: weapon posession, magic affinity, production, reinforcement, - those are the 4 types of skill.

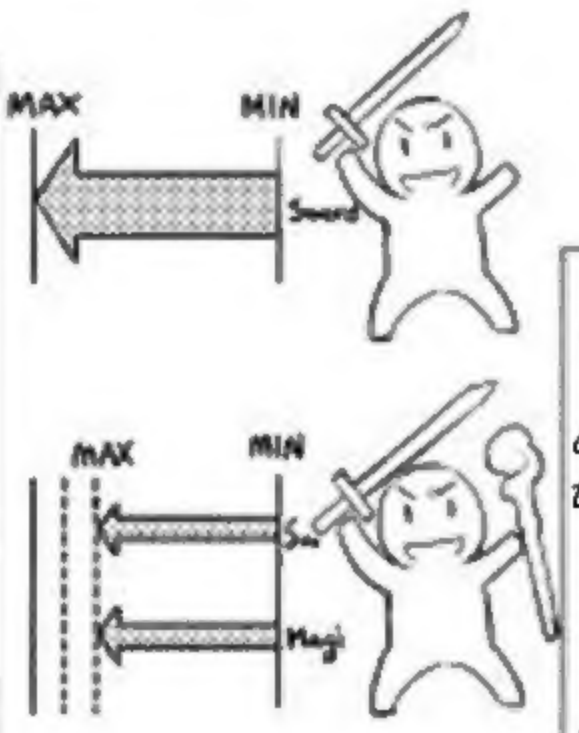
By now we have recieved many complaints from our users, concerning the complexity of our levling system. Taking it into onsideration, we've decided to realse the complete information it it officially.

4

Chosing multi-attribute skills will not allow you to raise them to the limits of a single-attribute ones

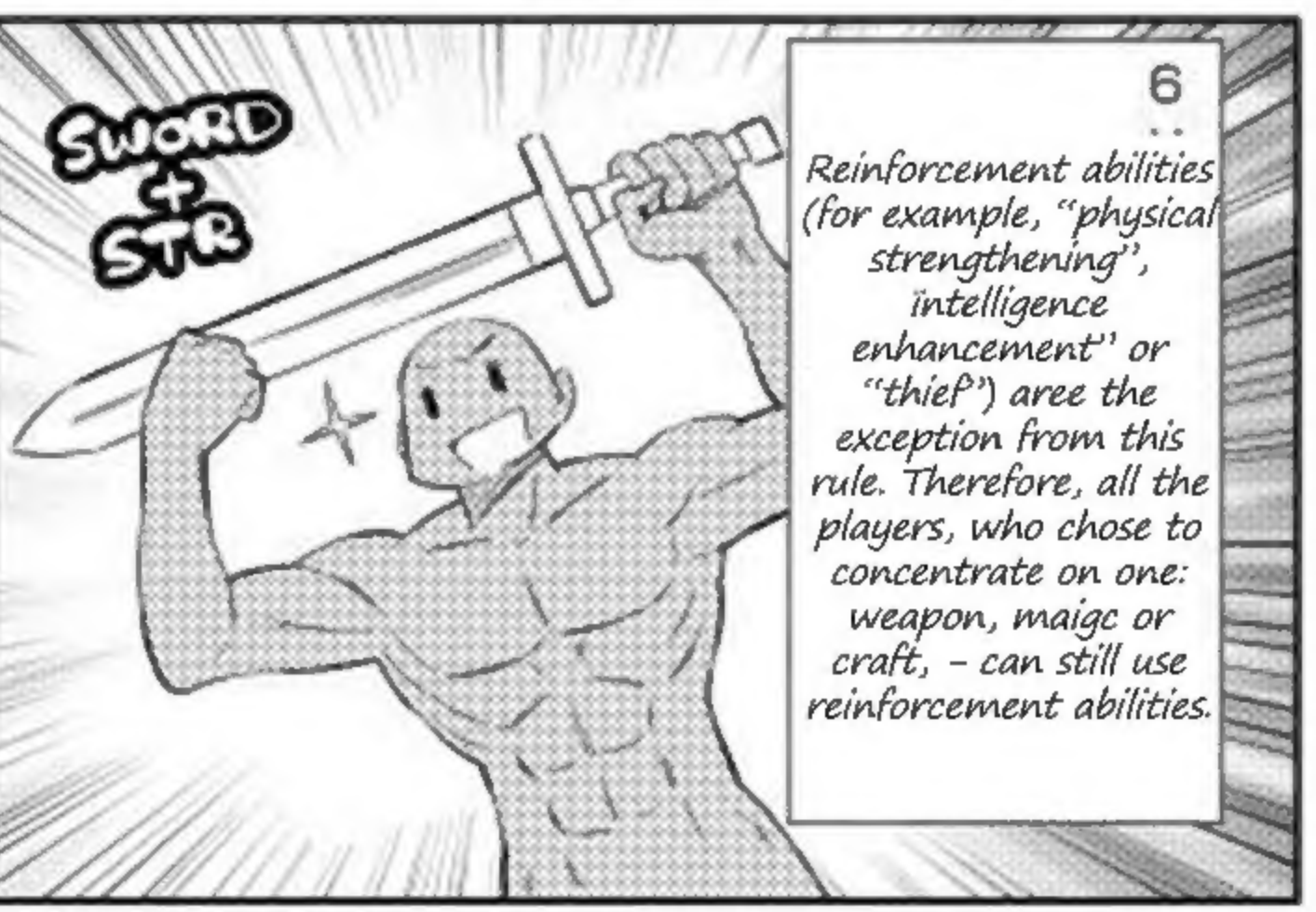
If you chose skills with all attributes: weapons, magic, craft

Compared to concentrating on one aspect, 2 or more will cause growth to be limited



5

If you want to obtain maximum strength, take single-attribute skills, if your aim is to become an all-rounder, consider multi-attribute ones.



6

Reinforcement abilities (for example, "physical strengthening", "intelligence enhancement" or "thief") aree the exception from this rule. Therefore, all the players, who chose to concentrate on one: weapon, maigc or craft, - can still use reinforcement abilities.

7

A thing to remember about weapons, unusable without two attributes (such as unique-shaped player-made ones) is that unusable arts (such as weapons and magic-imbued skills) are present.

Another Free Life Online Adminis-tration

To find out about the service, proceed reading here..

For the next month we will especially open a service of disposing of unwanted skills and redistributing exp.

We are hoping, that making this information public will be helpful to the formentioned players

Oh, another big load of unclassified information

it's gonna be rough for a while now..

So, what're you gonna do about it? I'm sure you've got all, weapons, magic and craft

It may become hard for you later

.....

For me, I've made it this way because I wanted to myself

I'm not playing this game to be the strongest

And that's why I'll stay this way

Anyways, to think that there were things like that, that I could never guess

That's how it is?

To tell you the truth, the guys with second prof just went away one after another

I'm relieved, that you're gonna stay a strange person, as you used to!!

Don't over-- react

Well, master, hafta go

Smity

The tought of being the strongest is natural in itself

ガン

ガン

Well, nothing doing about that

ガン

ガン

Being without fairy support, I have to be self-sufficient

Opposite of me, having fairies'suppor t, they may be rethnking their specialization

I wonder what Zwei's party is going to do

Somehow I'm feeling as if I'm being left behind

Unchang-ing me in the changed world....

The world may already drastically change within a week

ガラ…ン

First, the number of second -specialza tion crafters decreased

Several days passed since the announce -ment from the adminstra -tion

The same with the weapon-magi c hybrid types - many have decided to narrow down their specialization

I've decided to stick to a sword

Oh, and what about the staff?

Furthermore, in the BB's the opnion, that it's become harder to fight without a specialzation, appeared

フ・オンライン

険者：XXXX/YY

険者：XXXX/YY
Converting is not that bad, though fighting is hard

599：名も知れぬ冒険者：XXXX/YY
I think so too

600：名も知れぬ冒険者：XXXX/YY
The attack has certainly increased

601：名も知れぬ冒険者：XXXX/YY
I don't think I'm going back

And my food was sold out in a flash

The number of player -run shops has visibly decreased

SOLD OUT

And, further -more, with a crossed-hand bow

Weapon "hiding shield" short range attacks would be hard to fend off

But without magic there can be no long shots or restoration

The specialzed guys, are undoubtly, stronger

So it is, hybrid builds have their benefits...

Atk: 10000

Atk: 1500

For example, if I had two arts here

The truth is, that, even while wavering everyone seeks it

But still the word "power" is a tricky one

The latter one "strength" value has risen quite a bit

RANGE	HIT	DAMAGE
10,000 × 1 = 10,000		
1,500 × 10 = 15,000		

But if you consider the better range and cool down time..

This game I see the more powerful one as the best

Maybe, that was the administ-ration's aim

Because it's a game everyone plays together, people, who think it's not about personal strength, but assembled strength of several people, form parties naturally.

And because the arts, that I;ve learnt first are teh easiest, there is a merit in using them as main skills

As for me, I think the best skill is the easy-to-use one

It's this line of though, from which the idea of vanguard and rear guard strategy was born

Specialists, all-rounders, both have their benefits, personally, I'll leave the thing I'm bad at to the others

It seems, they've got lots of requests about delegating their members

The archers'gild, "Apollo's Bow", has a number of longbowyers and quick-shooters

The number of specialist-only parties has really increased

That being said, some people are wondering if the number of secret bosses differs when you go alone and in the party of five

Also, the average party for the "Challenge from the Underworld" dungeon has increased from 2 to 5 people

Making peoples'mouth water with delicious cuisine is a strength in it's own way

I don't want to forget this kind of strength

As for me, I don't want to be strong only battle-wise

By the way, I secretly provided my video to the administration by request (these things can't be done without formalities, obviously)

The video of 5-people party beating the secret Dragon Zombie was published

For example, specializa-tion became simple, so to speak

Human being is an adapting creature, also capable of learning

Certain skills became needed to get in the party

One week later, the people, who decided to specialize, egan to understand my point

And so, to be appealing for the party recruiters it's best to be simple and easy to understand

I am a healer, looking forward to working with you

The result is a person can clearly say "I can do this, but not that"

Parties with a distinct role-shar-ing, like a fine-tuned musical instrument, are on the rise

All-rounders' role is to assist specialists if necessary

I'll hand-le it

I can't heal any more

In contrast to that, the multi-specialzed members become something like adhesive to a party

Specialist craftsman – players had ral trouble stockpiling ingredients

No matter how skillful an artisan, noone can produce goods without raw materials

在庫

Warehouse

–But chaos and disappoint–ment also took place

Players with an "Apothecary" began hiring other players as a convoy to protect them against monsters

No matter the level, having a zero fighting ability made even killing a Horned Rabbit in the novice grassland problematic

Aquiring even pelt became a problem for the non–combatant players

The tags were "Fairy Kingdom" "Reunion and a fresh start chance" "New future strength"

And, just when the chaos began to subside, a new notice, conerning HP had appeared

This chaos continued until the merchants could stablize the goods circulation

As a result, the price of the consumables had increased hitting the specialists' pockets

I see... They served me for a rather long time, you know...

It seems, I have overexert -ed them in the "Challenge from the Under world"

A pity, but those are at their end, you should change them quickly

じろじろ

There was something about the Fairy Queen's enthronement

Oh- ...

Of course, I'll accept the job, any special requests?

I want to make a Leather Set, so I'd to ask you to make a new armour

It makes me happy as an artisan

For them to be used up to such an extent, well -...

Could you use these wild bear skin and fur?

I'm abit short on supplies, so you're a lifesaver to bring in some materials

By the way, don't you have some metal on you?

sfx: do----ong

I've got some ingots of silver lying around

I've got no use for it now, so there is some

So, it's gonna be something like silver-plated Wild Bear leather armour

It's going to have a stronger defense, when compared to the werewolf armour

Considering you've bough the materials, how about the price of 12000 gols?

I see, let's do it this way...uhm

Some new offical message?

ピッ

ピッ

Did they at last release the dagger systems update?

Thought I didn't hear about finding the powder steel yet

No way it's gonna be an explanation of a way making if from iron sand

hahaha.. there is no way

...right?

Your armour will take about 3 days to make, so wait for it

I'm entrust -ing it to you

Well, while it's being made, I guess, I'll stockpile some cuisine and potions

The queen may come pestering me again after all

3 days later

...Woah!

[[Silver-assisted wild bear leather set]
Effect: set bonus Def +70
(if a full set is equipped, gives mid-grade bonus to stamina and small bonus to willpower)]

Defense strength has gone up quite drastic-ally

Also, bonuses to Vit. and Mind stats will be rather handy!

Vit. is an effect of fur and Mind - of silver

I'm glad, that it's to your liking

Excuse me

Touch -ing things yourself is some -thing special about VRMMO's

It's the first time I've felt something like that in an MMO

Thank you very much

The new armour sure is great, but it's a little sad to bid farewell to my wolf leather set

Queen?

.....

Shalt you grant me an audience?